

CLAIMS AS AMENDED

- Sub E27*
1. (Thrice Amended) A method for operating a multi-player video game, the method comprising:
- enabling each player of multiple players to interact with a gaming environment, machine-detecting a score and/or performance of each player in a particular session,
- backfeeding into the gaming environment a video image of a currently high-scoring player, and
- displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players in a prominent location, during the particular session.
- D1*
2. (Amended) A method as claimed in Claim 1, furthermore comprising
- ranking high-scoring players in respectively successive playing sessions, and
- providing a representation of one or more of the high-ranking players for display in subsequent playing sessions, based on the ranking.
3. (Twice Amended) A method as claimed in Claim 1, for use in a multiple player environment, wherein the video image of select players of the multiple players is selectively cross-wise fed back to the multiple players.
4. (Twice Amended) A method as claimed in Claim 1, wherein the video image of select players of the multiple players is made part of a composite image with one or more selected items taken from memory.
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- Sub E27*
6. (Thrice Amended) A video game system being arranged for running a multi-player video gaming environment, comprising
- a user interface that is configured to enable each player of multiple players to interact with the gaming environment,
- a detector that is configured to detect a score and/or performance of each player,
- a backfeeding device that is configured to:
- D2*

D²
backfeed into the gaming environment a video image of a currently high-scoring player of the multiple players, and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player in a relatively prominent position, during the particular session, and

one or more cameras that are configured to provide the video image of each player.

7. (Amended) A system as claimed in Claim 6, furthermore comprising ranking means for relatively ranking players in respectively successive playing sessions, and control means fed by the ranking means for providing video images of the high-ranking players to subsequent playing sessions.

8. (Twice Amended) A system as claimed in Claim 6, arranged for implementing a multiple player gaming environment, and having cross-wise communication means for selectively cross-wise backfeeding the video image to multiple players.

D³
9. (New) A method as claimed in Claim 1, further allowing the player to suppress during the session a presentation of the actual score, performance and/or video image to the backfeeding.